
Subject: Re: Purchase Vehicles

Posted by [SODPaddy](#) on Tue, 19 Feb 2008 16:44:47 GMT

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if (wcsicmp(Msg2, L"!buy recon") == 0) {
    if (Get_Vehicle(ID) || Settings->CrateVehSpawnPos[0].X == 0.0f ||
Settings->CrateVehSpawnPos[0].Y == 0.0f || Settings->CrateVehSpawnPos[0].Z == 0.0f ||
Settings->CrateVehSpawnPos[1].X == 0.0f || Settings->CrateVehSpawnPos[1].Y == 0.0f ||
Settings->CrateVehSpawnPos[1].Z == 0.0f) {
        goto CrateStart;
    }
    Vector3 Pos = Settings->CrateVehSpawnPos[Get_Object_Type(ID)];
    Damage_All_Vehicles_Area(999999.0f,"Laser_NoBuilding",Pos,2.0f,obj,0);
    Commands->Set_Position(ID,Pos);

    GameObject *Temp = Commands->Create_Object("Invisible_Object",Pos);
    Reselect2:
    int Rnd = Commands->Get_Random_Int(1,201);
    int Index = 0;
    if (Rnd <= 25) Index = 0;
    else if (Rnd <= 50) Index = 1;
    else if (Rnd <= 70) Index = 2;
    else if (Rnd <= 90) Index = 3;
    else if (Rnd <= 110) Index = 4;
    else if (Rnd <= 130) Index = 5;
    else if (Rnd <= 145) Index = 6;
    else if (Rnd <= 160) Index = 7;
    else if (Rnd <= 170) Index = 8;
    else if (Rnd <= 180) Index = 9;
    else if (Rnd <= 190) Index = 10;
    else Index = 11;
    if (Settings->Is_Disabled(RandomVehicle[Index][2])) goto Reselect2;
    StrFormat2(message2,"%ls picked up a Random Vehicle Crate.",Get_Wide_Player_Name(ID));
    StrFormat2(message1,"page %d [Crate] You got a %s from the Random Vehicle
Crate.",Get_Player_ID(ID), RandomVehicle[Index][0]);
    Commands->Attach_Script(Temp,"Test_Cinematic",StrFormat("%sRVC_%s.txt",Commands->
Get_Player_Type(ID) == 0?"Nod":"GDI",RandomVehicle[Index][1]).c_str());
    Console_Input(StrFormat("msg Crate: Looks like %ls just got a random vehicle! Go
them!",Get_Wide_Team_Name(Team)).c_str());
    if (Settings->Gamelog) {
        Vector3 pos = Commands->Get_Position(ID);
        StrFormat2(message3,"CRATE;VEHICLE;%s;%d;%s;%f;%f;%f;%f;%f;%f;%f;%d",
RandomVehicle[Index][0], Commands->Get_ID(ID), Commands->Get_Preset_Name(ID),
pos.Y,pos.X,pos.Z,
Commands->Get_Facing(ID), Commands->Get_Max_Health(ID),Commands->Get_Max_Shield_
Strength(ID),Get_Object_Type(ID));
    }
}
```

}

i changed sender to ID but not running
